

	Object	
funiqueID	kNotDeleted	kWriteDelete
fbits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
fgObjectStat	kOverwrite	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new @[@]
DoError	GetTitle	operator delete
DoObject	HandleTimer	operator delete @[@]
Object	Hash	operator delete
operator=	InheritsFrom	operator delete @[@]
AppendPad	Inspect	SetBit
Browse	IsFolder	SetBit
ClassName	isEqual	ResetBit
Clear	IsSortable	TestBit
Clone	IsOnHeap	TestBits
Compare	IsZombie	InvertBit
Copy	Notify	Into
Delete	Paint	Warning
DistanceToPrimitive	Pop	Error
DrawClass	Print	SysError
DrawClone	Print	Fatal
Dump	Read	AbstractMethod
Execute	RecursiveRemove	MayNotUse
execute	SavePrimitive	GuardOnly
ExecuteEvent	SetDrawOption	SebtorOnly
FindObject	SetUniqueId	GetObjectStat
FindObject	UseCurrentStyle	SetObjectStat
GetDrawOption	Write	Class
GetUniqueId	Write	Class_Name
GetName	operator new	IsA
GetObjectName	operator new @[@]	ShowMembers

	LegsMaker
Legs	Legs
Maker	Maker
Init	Init
Make	Make
RunEnd	RunEnd
WriteList	WriteList
GetName	GetName
NeedsStandards	NeedsStandards
Makers	Makers
cd	cd
Class	Class
Name	Name
IsA	IsA
ShowMembers	ShowMembers
Streamer	Streamer
StreamerVirtual	StreamerVirtual

TotalNumNucleons	<code>fHistTotalNucleon</code>	<code>fSphipPz[3]</code>	<code>fBigrsGammaEgyVsTheta</code>	<code>TC</code>
BinWdrg	<code>fHistBinNucleon</code>	<code>fSphipPz[3]</code>	<code>fBigrsGammaEgyVsPhiHxT</code>	<code>TC</code>
fbins	<code>fHistBinNucleon</code>	<code>fSphipPz[3]</code>	<code>fBigrsGammaEgyVsPhiB</code>	<code>TC</code>
IsOldAngle[19]	<code>fHistBinNucleon</code>	<code>fSphipPz[3]</code>	<code>fHistBinNucleon_PZ[3]</code>	<code>TC</code>
Thresh	<code>fHistBinNucleon</code>	<code>fSphipPz[3]</code>	<code>fHistBinNucleon_PZ[3]</code>	<code>TC</code>
makerIsXAttenuation	<code>fHistBinNucleon</code>	<code>fSphipPz[3]</code>	<code>fHistBinNucleon_PZ[3]</code>	<code>TC</code>
ICrosscell	<code>fHistBinNucleon</code>	<code>fSphipPz[3]</code>	<code>fHistBinNucleon_PZ[3]</code>	<code>TC</code>
fHistBPZeroInMassAll	<code>fHistBPZeroInMassAll</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistErrorAng	<code>fHistErrorAng</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistErrorAngCut	<code>fHistErrorAngCut</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistErrorTheta	<code>fHistErrorTheta</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistErrorThetaCut	<code>fHistErrorThetaCut</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistErrorPhiCut	<code>fHistErrorPhiCut</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumNucleon[3][8]	<code>fHistNumNucleon[3][8]</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumNucleonVsY	<code>fHistNumNucleonVsY</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumPZeroVsPhiTheta	<code>fHistNumPZeroVsPhiTheta</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumPZeroVsPhiThetaDiff	<code>fHistNumPZeroVsPhiThetaDiff</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumPZeroVsPhiThetaDiffRaw	<code>fHistNumPZeroVsPhiThetaDiffRaw</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumNucleonsVsY	<code>fHistNumNucleonsVsY</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumPZeroAsymN[3][8]	<code>fHistNumPZeroAsymN[3][8]</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumPZeroAsymLab[3][8]	<code>fHistNumPZeroAsymLab[3][8]</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumPZeroAsymVsm[3][8]	<code>fHistNumPZeroAsymVsm[3][8]</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumPZeroVsNucleonTheta	<code>fHistNumPZeroVsNucleonTheta</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistNumPZeroVsPhi[3][8]	<code>fHistNumPZeroVsPhi[3][8]</code>	<code>fHistEgyFromBetaNucleon</code>	<code>fHistEgyFromBetaNucleon_PZ[3]</code>	<code>TC</code>
fHistGammaEgyVsTheta	<code>fHistGammaEgyVsTheta</code>	<code>fHistGammaEgyVsTheta</code>	<code>fHistGammaEgyVsTheta</code>	<code>LensMaterParZero</code>
fHistGammaEgyVsPhi	<code>fHistGammaEgyVsPhi</code>	<code>fHistGammaEgyVsPhi</code>	<code>fHistGammaEgyVsPhi</code>	<code>LensMaterParZero</code>
@-legMarkerParentPLZero	<code>legsMarkerParentPLZero</code>	<code>IsA</code>	<code>ShowMembers</code>	<code>LensMaterParZero</code>
GetPhotEgyVector	<code>Init</code>	<code>Streamer</code>	<code>Streamer</code>	<code>LensMaterParZero</code>
GetMappedPolState	<code>InitNucleon</code>	<code>Virtual</code>	<code>Virtual</code>	<code>LensMaterParZero</code>
GetSolidangleCorrection	<code>Class</code>	<code>Class</code>	<code>Class</code>	<code>LensMaterParZero</code>
GetAsymCorrection	<code>Class_Name</code>	<code>Class</code>	<code>Class</code>	<code>LensMaterParZero</code>